

CLAIMS

1. The method of playing a card game among multi-players, a house Dealer and a Banker, the method comprising the steps of:
 - a. providing a plurality of cards including 12 decks of standard playing cards being modified with the sevens through Kings and Jokers removed, leaving only the Aces through sixes in each of the 12 decks;
 - b. identifying one player as a “Banker”;
 - c. providing a minimum and maximum wagering amount at each table to participate in the game;
 - d. providing a plurality of chips for placing wagers by the players and paying off bets;
 - e. requiring each player to wager an amount ranging from the table minimum and table maximum before the play;
 - f. requiring the Banker to wager an amount before the play, not limited by the maximum;
 - g. providing a dice cup for containing and rolling the three dice;
 - h. the Banker shaking the dice cup to determine where the action starts;
 - i. allowing a player who has wagered on a spot the previous hand has the option to be the Banker there on the next hand;

- j. the Dealer dealing each player and the Banker 4 cards unexposed to each hand;
- k. the players setting their hands by making a front 2 card hands and a back 2 card hands with the back 2 card hands must rank higher than or at least, be even to the front 2 card hands;
- l. all combinations of cards being treated equal with no ordered rankings if combined scores are the same;
- m. the Dealer revealing the Banker's cards and arranging the two hands (front & back) the way the Banker wants them to be set;
- n. the Dealer determining if each of the players' hands should win over the hands of the Banker wherein the player is the winner if both the front 2 card hands and the back 2 card hands must beat Banker's, but if the Banker's front 2 card hands and the back 2 card hands beat the player's both hands then the wager is collected and paid to the Banker, or else if one hand wins and one loses, it is a push (tie), or if one hand copies (copy hand) and one wins, it is a win, or if one hand copies (copy hand) and one loses, it is a lost, or if the front hand copies, and the back hand also copies, it is a push;
- o. ideally, the Dealer determining either Banker or players who has any 4 of kind (from A to 6) automatically is the win hand, but if Banker has any 4 of kind (from A to 6) and players also has any 4 of kind (from A to 6), it is a push;
- p. unlike Blackjack 21, the Banker receiving "Action" only on the total amount he has wagered.

2. The method of playing a card game according to claim 1 wherein Management reserves the right to make decisions which are in the best interest of the game, therefore under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.